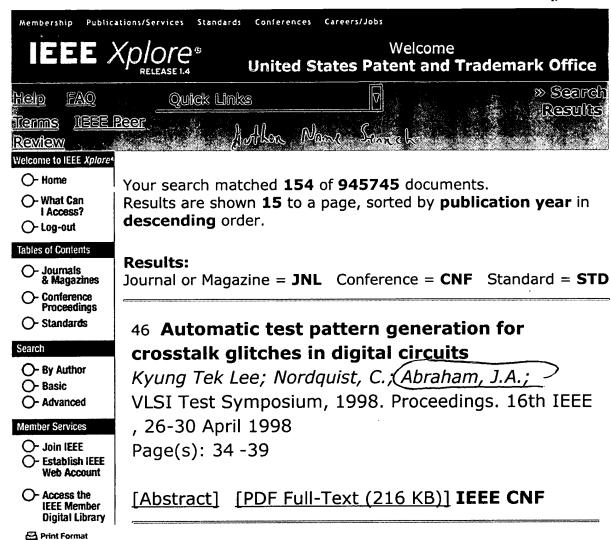
IEEE HOME I SEARCH IEEE I SHOP I WEB ACCOUNT I CONTACT IEEE

**<b>�IEEE** 



## 47 Abstraction techniques for validation coverage analysis and test generation

Moundanos, D.; Abraham, J.A.; Hoskote, Y.V.; Computers, IEEE Transactions on , Volume: 47 Issue: 1 , Jan. 1998 Page(s): 2 -14

[Abstract] [PDF Full-Text (640 KB)] **IEEE JNL** 

48 Signature analysis for analog and mixed-signal circuit test response compaction

Nagi, N.; Chatterjee, A.; Heebyung Yoon; Abraham, J.A.;

Computer-Aided Design of Integrated Circuits and Systems, IEEE Transactions on , Volume: 17 Issue: 6



Subscribe Register Login (Full Service) (Limited Service, Free)

**Search:** ○The Guide ●The ACM Digital Library Efficient Debugging Primitives for Multiprocessors

- 10 The Charles of the Principle of the State of the Sta					
Terms used Efficient	Debugging Primitives	ifor Mi	siozeooiqillu		
Sort results by	relevance	V	<ul><li>Save result</li><li>Search Tips</li><li>□Open result</li></ul>	3	
Display results	expanded forn		р		2. ,,,
Results 1 - 20 o	f 200	Res	ult page: <b>1</b>	2	3

Results 1 - 20 of 200

Best 200 shown

Efficient debugging primitives for multiprocessors Z. Aral, I. Gerther, G. Schaffer

April 1989 ACM SIGARCH Computer Architecture News, PI Architectural support for programming language Full text available: pdf(792.54 KB) Additional Information: full c

Existing kernel-level debugging primitives are inapprop programs. These functions incur a heavy overhead in the switches are used to alternately invoke the debugger a communicate data between the target and debugger. N multiprocessors. Multiple processors concurrently run b



Subscribe Register Login (Full Service) (Limited Service, Free)

**Search:** ○The Guide ●The ACM Digital Library Efficient Debugging Primitives for Multiprocessors

٠.			1	\$ <i>[</i> (	11,	M;	AT.	**		A	V71	Ŷ?
	 							_	_			

## Terms used Efficient Debugging Primitives for Multiprocessors

Sort results by

relevance

♦Save results to a Bi

Search Tips

□Open results in a ne

Display results

expanded form

Results 1 - 20 of 200

Result page: 1

7

Best 200 shown

1 Efficient debugging primitives for multiprocessors Z. Aral, I. Gerther, G. Schaffer

April 1989 ACM SIGARCH Computer Architecture News, Pi Architectural support for programming language Full text available: Pdf(792.54 KB)

Additional Information: full c

Existing kernel-level debugging primitives are inapprop programs. These functions incur a heavy overhead in the switches are used to alternately invoke the debugger a communicate data between the target and debugger. Na multiprocessors. Multiple processors concurrently run b



Subscribe Register Login (Full Service) (Limited Service, Free)

**Search:** OThe Guide The ACM Digital Library a Thread Aware debugger with an open interface

	1.4.	13(0)	licit,	et TENI	4.02	12.45V
--	------	-------	--------	---------	------	--------

## Terms used a Thread Aware debugger with an open interface - 💨

Sort results by

relevance

◆Save results to a Bit

Search Tips

□Open results in a ne

Display results

expanded form

Results 1 - 20 of 200

Result page: 1

3

Best 200 shown

A thread-aware debugger with an open interface Daniel Schulz, Frank Mueller

August 2000 ACM SIGSOFT Software Engineering Notes, F Testing and Analysis, Volume 25 Issue 5

Full text available: pdf(347.13 KB)

Additional Information:

While threads have become an accepted and standardized parallelism for the shared-memory model, debugging the challenges in debugging threads and offers solutions to an open interface for debugging as an extension to thread-aware debugging are identified and implemente

Keywords: active debugging, concurrency, debugging,



在公司的 医外部 医

Subscribe Register
(Full Service) (Limited Service, Free)

**Search:** OThe Guide The ACM Digital Library a Thread Aware debugger with an open interface

		Lancas and the		4
nd I s best annet	eagraware of	epuqqer with a	an open inte	nace

Sort results by

relevance

Save results to a Bi₁

Search Tips

Login

□Open results in a ne

Display results

expanded form

Results 1 - 20 of 200

Result page: 1

2 3

Best 200 shown

A thread-aware debugger with an open interface Daniel Schulz, Frank Mueller

August 2000 ACM SIGSOFT Software Engineering Notes, F Testing and Analysis, Volume 25 Issue 5

Full text available: pdf(347.13 KB)

Additional Information:

While threads have become an accepted and standardized parallelism for the shared-memory model, debugging the challenges in debugging threads and offers solutions to an open interface for debugging as an extension to thread-aware debugging are identified and implemente

Keywords: active debugging, concurrency, debugging,



Subscribe Register Login (Full Service) (Limited Service, Free)

Search:	○The Guide	<b>● The ACM</b>	Digital	Library
symboli	c kernel debug	ger		

A MARIE AND CONTRACTOR STATES AND CONTRACTOR OF THE STATES AND CONTRACTOR			
Terms used symbolic	kernel debugger	A-121 (817)	allen of the same
Sort results by	relevance		<ul> <li>Save results to a Bi</li> <li>Search Tips</li> <li>□ Open results in a new</li> </ul>

expanded form

Results 1 - 20 of 200

Result page: 1 2 3

Best 200 shown

Display results

1 A structural view of the Cedar programming environing Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach August 1986 ACM Transactions on Programming Languag Full text available: ₱ pdf(6.32 MB) Additional Information: full citat

This paper presents an overview of the Cedar programs structure— that is, the major components of Ced development of programs written in a single programm increase the productivity of programmers whose activit development of prototype software systems for a high-

From RIG to Accent to Mach: the evolution of a netw Richard F. Rashid

November 1999 Proceedings of 1986 fall joint computer cor Full text available: pdf(1.12 MB) Additional Information: full citation